

# Theatre of War™

Strategy and Conquest in Real-Time

## Installation Instructions

### Hard Drive Installation:

The installation program will unpack the Theatre of War program and data files, and configure the game for your video and sound capabilities. The following instructions assume that A: is the floppy drive you will be inserting your Theatre of War disks in, and C: is the destination hard drive. Be sure to use the appropriate designations below if you are using a drives other than A: or C: for this installation.

To run the installation program, insert Disk 1 in the A: drive and type the following from the DOS prompt...

```
A:
INSTALL C:\TWAR
```

You will be asked to insert Disk 2 in the A: drive during the installation. When finished, Theatre of War will be installed on C: in the subdirectory TWAR. Change the command line appropriately if you wish to use a different hard drive or subdirectory.

### Playing Theatre of War:

To play a game, enter the Theatre of War subdirectory and type:

```
TWAR
```

### Configuring Theatre of War:

After installing Theatre of War, you can change some of it's operations in the 'Options' screen at the Main Menu. However, if you add a sound card or upgrade to a SuperVGA graphics adapter you will need to reconfigure Theatre of War. To do this, enter the Theatre of War subdirectory and type:

```
CONFIG
```

This program will take you thru the same process as when you installed Theatre of War. Here you can let the program know which sound card you have, and select the best video mode your VGA adapter supports.

### Memory Usage and Hints:

Theatre of War requires 640K to operate in 320x200x256 color mode and 2Mb to operate in 640x480 256 Super VGA mode. Obtaining memory for either mode is made easier by running DOS 5 and a memory manager such as EMM386 or QEMM.

An unfortunate limitation of MS-DOS is that programs are limited to a maximum of 640K of base memory. Memory above this is referred to as either extended (XMS) or expanded (EMS) memory. Theatre of War will make use of either of these protocols; however expanded (EMS) is preferable as game play is much faster. (NOTE: actual memory requirements are approximately: 500K for all configurations, 500K of EMS/ XMS for 640x400, 610K of EMS/XMS for 640x480 & 40K more EMS/XMS for digitized sound in hi res.

*Refer to the Three-Sixty Trouble Shooting Guide for specific help in obtaining more memory.*

### READ.ME file on disk:

It is **very** important that you read the file READ.ME on Disk 1! To do so, from the A:> prompt, type:

```
TYPE READ.ME | MORE
```

**For help, call Customer Service @ 409-776-2187 Mon-Fri, 9am - 6pm Central Time.**